



No 6

NEWZ

SUPER STREET FIGHTER 2 THE NEW CHALLENGES VS. MORTAL KOMBAT II

Nothing could prepare your Megadrive for this, two of the hottest arcade games ever are about to burst onto the Mega Drive.

ROUND ONE

Mortal Kombat finally meets it's match this September when Acclaim releases Mortal Kombat II on all formats. There's a 4 meg version planned for Master System and Game Gear and a 24 Meg cartridge for the Mega Drive.

In many peoples opinions Mortal Kombat II is the best arcade game ever. When Mortal Kombat first came out it changed the way we looked at fighting games forever, not to mention the way we spelt combat. The arcade version has twelve characters to choose from including Shang Tsung, Kitana, Mileena, Johnny Cage, Raiden, Sub-Zero, Scorpion, Liu Kang, Reptile, Jax, Kung Lao and Baraka. So far three hidden characters have been discovered Jade, Smoke and Noob Saibot. There is rumoured to be a whole Kombat tomb full of hidden tricks and more. All of which will be a lot easier to find with unlimited plays on the Mega Drive version.

ROUND TWO

Super Street Fighter II (New Challenges) is the sequel of the hugely successful Street Fighter II which was in turn the sequel to the original arcade hit Street Fighter. There are a lot of versions out these days but that's no surprise considering it's the most recognised video game since Pacman. You can't walk into any arcade without finding a whole row of them, Champion, Hyper, Turbo, Super, Super Turbo. This latest version is based on 'the New Challenges' version which includes 4 new characters plus new moves for the original characters (like Ken's flaming dragon punch and Ryu's stun fireball). The Mega Drive version will contain features that you won't find anywhere else including; 5 speed settings; a Score Challenge mode where you must outscore your opponent in a 30 second bout; Point Match mode where the speed of your victory determines the winner. This cartridge is to be an incredible 40 Megs! If you compare that to the 24 meg Street Fighter II: Special Champion Edition then you can just imagine how impressive this game is going to be.

And get ready for Street Fighter II the Movie coming to theatres early next year. Who do you think they found to play Guile? Jean Claude Van Damme of course!



CDX



To prove their commitment to producing Mega Drive and Mega CD software Sega Japan have released the CDX. Although it's not yet available in New Zealand it's an interesting device that's comprised of a Mega Drive and Mega CD (which can also be used as an audio CD player) in one small compact package. (5.5 inches wide and 7.8 inches long) It looks very sleek and impressive!

The CDX with six button control pad in the background

URBAN STRIKE



Safe living tip #26: Oil rigs containing highly volatile fuels are not the best place to conduct fire fights

Desert Strike was brilliant, Jungle Strike was even better. The makers of both these games (Electronic Arts) can't resist sequels and so a new 'Strike' game is on it's way. And what will it be called? Snow Strike?, Forest Strike?, Underwater Strike? (Hmm... that last one wasn't such a bad idea). The answer is of course Urban Strike, which you will already know because I mentioned it last issue.

This new game is set in the year 2006 where world peace has finally been achieved. Not much scope for an action game there so they added a psychotic multi-millionaire with an army of highly trained soldiers set on taking over America.

As the name suggests the game involves fighting this army all the way from Mexico to Las Vegas, New York and San Francisco. Gone is the Comanche helicopter from Jungle Strike, in it's place a new super chopper called The Phoenix Thunderhawk. You'll also get a chance to pilot the Osprey Transport Chopper but don't expect it to be very manoeuvrable. You'll also be able to get behind the controls of a ground assault vehicle and when all else fails you can pursue the Terrorists on foot.

Urban Strike looks like it will be nothing less than awesome and it's due for release around the end of September.

REMOTE CONTROL

Play your Megadrive at the speed of light with Sega's new infra-red 6-button control pads. No more tripping up on cords, you just sit back and aim the beam roughly in the direction of the sensor which plugs in where your control pads normally go. There's no loss in reaction time, just make sure you don't have a little brother who walks between you and the screen as your about to finish off Robotnik.

THE 32X (The Mars)

The 32X seems a very exciting development, not only because it will be able to upgrade your existing Megadrive to 32 bit capabilities at half the price but because it seems it may be released before the Saturn. More exciting are some of the games in development for it. Last issue Virtua Star Wars was mentioned now it seems the classic PC game Doom is coming too.

THE LAST PLATFORM HERO

Sonic's huge and Toejam and Earl are cool but who's to be the next big platform, action hero? If someone told me it was to be an earthworm I'd shake my head knowingly, look them up and down, give a thoughtful 'Hmmm' and then tell them they were working too hard. But when someone like Dave Perry tells you it's an earthworm you don't think twice. His name is Earthworm Jim. And who is Dave Perry? Well you may know him better for the games he helped create, these include 'Aladdin' (say no more), 'Cool Spot' (an understated classic) and Global Gladiators (excellent animation). Dave has moved on from his position at Virgin Software and has now begun his own software company called Shiny Entertainment and with him are most of the programming team from Aladdin. Shiny's first big project is of course Earthworm Jim, and they have promised to out-do Aladdin. The screen shots they have released as well as their reputation back up this bold claim - so by all accounts, the next platform hero may very well be an invertebrate called Jim.



SYNDICATE

We've already seen some excellent PC games converted to the Mega Drive and more are on their way. Coming soon will be Cannon Fodder on the Mega CD, and Domark have promised that Bloodshot, a game they say will be very much like Doom. Bullfrog the makers of Populous (MD) and Powermonger (MD) have announced their conversion of the PC classic Syndicate. It will be added to the growing list of thinking/strategy games on the Mega Drive. Although strategy is a big part of Syndicate (MD) it's the shooting sections where you control a team of Cyborgs that really makes the game. Its amazing just how much fun taking over the world can be!

SEQUELS

What's this? Almost a paragraph into the preview section and no mention of a sequel! There are rumours of a sequel to Rocket Knight Adventure (MD) and a follow up to the Lost Vikings (MD). Interplay, who created the first game, say that this time the Vikings get so lost they can't even find each other!

TAZMANIA 2

This game will be available on the Megadrive and Game gear and both formats are looking really good! Its called "Taz in Escape from Mars". The game contains many cameo appearances from other Warner Bros. characters including Wylie E Coyote, Yosemite Sam and my favourite Marvin the Martian.

BEAT 'EM UPS

Accolades answer to Virtua Fighters is a game called the New Breed (MD). It will contain fighters designed by a Silicon Graphics machine using Soft Image. That's the same technology as used in Jurassic Park. Accolade have compared it to Rise of the Robots (MCD), but say it will be better.

DISNEY

Disney games have a reputation for being well polished products. It is with this in mind that we look forward to the release of the Lion King (MS,MD,GGR). That's the name of their latest animated feature and it looks very impressive. As is the game which is to feature a central character who "grows" as the levels progress. Lots of variety through the levels and 24 megs of action and animation including many of the original tunes composed for the movie.

ON THE GRAPEVINE

Only a brief mention of this one but it seems there's a 16 meg game on the horizon with the working title of Sonic and Knuckles (MD). In Japan it seems there will be a 24 megabyte version of Sonic 3. Out overseas at the moment is a game based on Eek the Cat, no word if its coming to New Zealand but I just love the cartoon. Speaking of cartoon based games look for "Pirates of Dark Water" soon. From Treasure comes "Dynamite Headdy". Treasure are best known overseas for their first two brilliant games "Gunstar Heroes" and "Mc Donald Land". If Dynamite Headdy follows the same pattern then expect bright and colourful graphics, imaginative gameplay and some cool special effects.

ITCHY AND SCRATCHY

This game could be classed as a beat 'em up, but its more of a platformer, squash, flatten and dismember 'em up. I am talking about "Itchy and Scratchy" those two lovable but sick cartoon characters from the Simpson's series. As far as I can tell the game seems to be based around

levels from different time zones and many of the Simpson's make cameo appearances in the backgrounds. Bart the most famous of the Simpson family will be appearing in yet another game of his own "Virtual Bart".



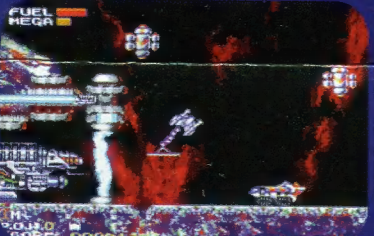
PREVIEWS



Ecco meets the man from Atlantis, well a statue of him anyway.



Bam Bam Bigelow and Razor Ramon rage in the cage.



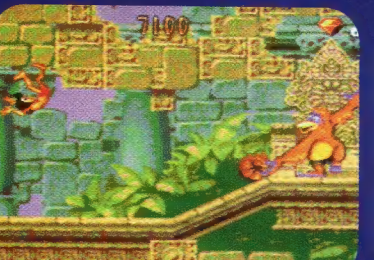
It appears the aliens are a little more prepared than you. Your tiny ship vs their big laser.



Defending your base is a lot easier with missile turrets.



You can't touch this.



Louie needs one more Mowgli for a spare.



A penalty is given for excessive violence, the victim is swept off the ice.

ECCO THE DOLPHIN

It's been over a year since Ecco was first released on the Mega Drive, so it goes without saying that this conversion is a little overdue. Luckily Ecco has lost none of its charm or gameplay and it can still be said that it is one of the best games ever released. What made Ecco stand out from the rest was its brilliant graphics, tricky puzzle elements and great non-violent ecologically friendly message. It is also one of the most original games ever written.

Overall: The conversion of Ecco to the Master System is very impressive and has to be seen to be believed, but the most pleasing thing about it is the new puzzle elements found only on this version.

WWF - RAGE IN CAGE

Wrestling, it's the sport where your tights have to be brighter than your brain and nothing is as bright as your teeth. It's the sport of fashion victims. It's a sport where every name is a trademark and everybody has big biceps and even bigger egos (just don't tell them I said that, OK?)

Don't get me wrong, I'm a big fan of the WWF and if I wasn't this game might just change my mind. It's incredibly playable (especially with a 6-button control pad) and great fun for two players. Included is some cool full motion video of the wrestlers and the speech is hilarious. There are 20 big boys in tights to choose from with everyone from the enormous Yokozuna to the obnoxious Nasty Boys.

Overall: Not to be missed for two players. Excellent gameplay.

SUBTERRANIA

Aliens have attacked a vital subterranean mining colony on an offworld asteroid. All of the mining colonies operations have been either blown away or taken over and the workers are trapped helpless against the clouds of radioactive dust swirling towards them. Their only hope is an experimental attack fighter - the only weapon even remotely powerful enough to repel the alien attack.

It's a new twist on the old shoot 'em up theme whose origins can be traced back to that ancient coin-op Asteroids. Subterranea is a much improved version which contains puzzle elements as well as a little something to make it a bit more interesting - Gravity. It's not just a good idea it's the law - obey it or die!

It's all presented very slickly and the gameplay is very smooth. A welcome relief from all the platformer and fighting games around at the moment. There's nothing like blasting a few aliens to help you unwind.

Overall: A very well polished game. The puzzle elements are excellent and the gameplay is exciting.

DUNE II

Here's a Mega Drive game where thought is required but not at the expense of action. The balance is perfect and reminds me of Jungle Strike. Although the gameplay couldn't be more dissimilar.

The object of the game is to harvest the desert world Arrakis of its precious spice. Of course things aren't that simple. There are two other houses attempting to do the very same. These guys don't know the meaning of co-operation and if you don't believe me then you should see the army of rocket launchers and siege tanks headed your way. Diplomacy is not the order of the day. Military strategy and brute strength are what you'll need to survive this harsh world. There's 9 tough levels to get through with 3 different houses to control. That's 27 conflicts which often end up as full scale wars. The combat is all in real time so you must react quickly and be thinking on the move to keep one step ahead of your opponents.

The control method is very user friendly and there's a built in demonstration to help you get started.

Overall: Dune II is big on playability and surprisingly addictive (always make sure you've got a couple of hours free before you start playing). It's not to be missed by any serious gamer and anyone looking for a challenge.

ALADDIN

Aladdin is based on the Disney animated movie. It follows the story of young Aladdin's attempts to meet and marry a princess and the evil Jafar's attempts to stop him. Because this Master System conversion came out after the brilliant Mega Drive game it had a lot to live up to - and it did!

It's brilliant. It's the best Disney game I've ever seen and that includes Land of Illusion and Deep Duck Trouble. It's only let down by a low difficulty setting. After each round there is an awesome story sequence which tells the tale of Aladdin. It's obvious that a lot of effort has been put into these and they're great to watch but I feel the memory they used to create them may have been better off being used to create some more rounds.

The graphics are the best I've seen on the Master System and there are many recognisable tunes from the movie. The gameplay is interesting and varied and it's great fun to play but you may find it just a bit too easy.

Overall: The best game to be released on Master System for a long time.

THE JUNGLE BOOK

Many comparisons can be made between this game and Aladdin. Both are projects started by platform programming expert Dave Perry. Both have the brilliant animation and graphics you'd expect from a Disney game. Both have a central character who's main offence is throwing fruit. Aladdin threw the apples he collected and young Mowgli seems to have an endless supply of bananas hidden somewhere about his person. The similarities continue.

The basic idea is to run about the jungle in your underpants collecting jewels and dodging the various jungle animals who want to get a hold of Mowgli's elusive banana supply. Now if that doesn't sound like fun to you then there must be something wrong.

There's great music too. I instantly recognised the 'Bare Necessities' tune and have been humming it ever since.

Overall: Brilliant platform action that the whole family can enjoy.

MUTANT LEAGUE HOCKEY

Ice hockey has never been very popular in this country. This is through no fault of the game which is full-on, fast paced and no holds barred. What more could you ask for in a game? Electronic Arts thought "maybe just a tiny bit more violence" and so the second game in the 'Mutant League' series was born.

I found if your playing against the computer it's much easier and more fun to simply eliminate the opposition (literally) until they have no more reserves to bring out and you win by forfeit. Because of violence the game it has earned itself a rating sticker but don't get too alarmed, all the violence is very cartoon like and funny. The mutant teams are made up of skeletons, trolls and robots.

Overall: Mutant League Hockey stands up well both for a reasonably serious hockey game and it's black humour. It's definitely best with a 4-way-play device so you can use the 'waste the goalie' play on your friends.

HOTLINE

Now available through the Sega Hotline:

Passwords for Ecco the Dolphin (MS)
Help and passwords for the Lost Vikings (MD)
12 hidden characters for NBA Jam and 7 power ups (MD)
Sonic III level select / debug mode and Super Sonic (MD)

sega hotline

0900-57342

\$1.20 PER MINUTE (INCL. GST)

- KIDS: CHECK WITH YOUR

PARENTS FIRST

RING TO FIND OUT NEW

RELEASE INFO TOO

OPEN 3PM-8PM WEEKDAYS and

10 AM-8PM WEEKENDS, PUBLIC

and SCHOOL HOLIDAYS

COMPETITION RESULTS

Logo Competition

We had a great response to last issues Sega Logo Competition. The entries were so good it took us days to judge them. Thank you to everyone who entered. Some of the entries are now decorating the walls of the promotions office at Sega Ozisoft NZ. The winners are...

Mark Taylor of Nelson for his fantastic logo series.

And for their creative efforts...

D. Ridden of New Plymouth

Lee Wilson of Christchurch

Marc Barnes of Christchurch (we love getting your pictures Marc)

Daniel Williamson of Paparoa (real fast post)

Art Packs will be on their way shortly.

THIS ISSUES COMPETITION

Guess the Character

Get out your magnifying glass and study the picture because this time we want you to name each of these Sega characters and the game they come from. Remember some characters have starred in a series of games.

There's some great Ren and Stimpy T-Shirts and Sega caps for the 3 closest answers.

My Favourite Sonic Picture

Kids! This is your chance to get creative. We want either your most interesting photo of you with Sonic the Hedgehog OR your most interesting and creative picture of you with Sonic. So dig out your cameras, pens, paints and felt pens and get to it!

We are giving away 10 great mystery prize packs to the lucky winners.



HIGH SCORES

SONIC (MS)

431000 Nigel Strong
480500 Tony O'Sullivan
1335180 Korey Hill

SONIC (MD)

728860 Marley McGreevy
392460 Kurt Soares
1061000 Matthew Rush

SONIC II (MS)

1161000 Matthew Rush

SONIC II (MD)

5344250 Kane Smith
578160 Stephanie Madden

SONIC 3 (MD)

767450 Christiaan Polima

OUTRUN (MS)

23795520 Steven Treloar

ASTERIX (MS)

584900 Shanon Altmants

ALTERED BEAST (MS)

10026390 Brett Winter

CALIFORNIA GAMES (MS)

9.0 Surfing Harry Williams
2950 Skating Maysam Firouzmandi
1510 Flying Disk J. Allan

JURASSIC PARK (MS)

411900 Damien McNamara

AFTERBURNER II (MD)

12769920 James Thompson

GOLDEN AXE (MS)

Strength 209 Maysam Firouzmandi

CHIKI CHIKI BOYS (MD)

471270 Chris Steel

PGA TOUR GOLF (MD)

68 Willie Russell

LAND OF ILLUSION (MS)

1342790 David Moon

RED HOT DEALS

There are some great specials in the shops during August. To save you guys getting sore feet we've checked out and listed some of the hottest deals around.

DEKA
where saving feels good

TOY WAREHOUSE
Home of a million toys at discount prices

Buy any Sega Mega Drive or Master System software over \$70 and get a soft "Sonic" FREE. Only available at DEKA and Toy Warehouse stores. (offer excludes Sony product).

Kmart

K Mart presents Electronic Arts Month.

Get FIFA Soccer, Jungle Strike, Skitchin, NBA Showdown, European Tour Golf and Road Rash II on Mega Drive for ONLY \$89.00. Great prizes to be won in every store. Automatic entry with purchase of these fantastic promotional titles. Check It Out Today!!!

DICK SMITH ELECTRONICS

Purchase any piece of software or games machine and you will receive a Dick Smith Electronics SEGA SOFTWARE CLUB CARD. This card entitles the bearer to increasing discounts on additional titles they purchase - the first is 5%, the second piece is 10%, the third piece is 15%, the fourth piece is 20% and the FIFTH TITLE YOU PURCHASE WILL BE ABSOLUTELY FREE (to the value of \$150).

Must be used up before the end of December 94)

Keep the card when it's full - and you will always be entitled to 10% off any future titles you purchase!

50% off any Game Gear game in Farmers

Farmers
Where the price is right!

Offer valid until 1 December 1994

25% Off any Mega CD game in Farmers

Farmers
Where the price is right!

Offer valid until 1 December 1994

HINTS AND TIPS

NBA Jam (MD): To be 'on fire' right from the start. On the 'tonight's match up screen tap the B button 7 times then hold Up, B and C on the directional pad until the court appears.

Masters of Combat (MS): To perform Hayate's double shiriken - push the directional button down- left, up-right, down-left, up-right and then button one.

Mazin Wars (MD): To fight against only the bosses select Music 72 and Sound effect 18 then start the game.

Jungle Book (MS): To skip stages: On the second Disney screen (the one with gold lettering) push Up, Down, Up, Down, Left, Right, Left, Right. A level select screen will follow.

Dune II (MD): Password for the first five levels of Atriedes
LV2 Diplomatic
LV3 Spicedance
LV4 Eternalsun
LV5 Defthunler

Wolfchild (MS):
Level select password - J8TPR

Dr Robotnik's Mean Bean Machine (MD): Password for level 12 (easy)
Yellow Bean/Yellow Star Bean/ Blue Bean/ Blue Bean.

Powerstrike (MS): Cheat for ten lives: On the title screen push Down, Right, Down, Down, Left, Right, Up, Right, and button 1 twice.

The Lost Vikings (MD): Passwords for selected worlds.
Caverns LLMO
Egypt PHRO
Machine JLLY
Wacky NFLB

Mortal Kombat (MD, MCD): Strange but true. When playing one player on the "Test your might" screen push the buttons on player two's control pad and you'll see the block mysteriously shatter by itself.